

## **Board #111 Clinic Notes from Sunday January 8, 2017**

### **Ruling situations**

1. Once the ball becomes live on a throw-in it is too late for the defense to be granted a time-out. (Ball is live when at the disposal of the thrower-in once out of bounds, or once official starts a count when team making throw-in does not secure the ball in a reasonable time)
2. Be sure to count players after time-outs and to start periods prior to putting the ball in play. When using the resuming play procedure there may be a situation where you cannot count one team because you put the ball into play before they return to the court due to them delaying their return. Six players on the court during a dead ball is not a technical foul, just ask one of them to leave before making the ball live.
- 3 Be aware of coaches in relation to the coaching box. Do not allow them to kneel or stand outside the box. Remember, there is NO WARNING for this, the penalty is a technical foul.
4. Make sure the Crew communicates when a team reaches 6 & 9 fouls in a half. This prepares the Crew to shoot free throws on the next foul. Do not let it catch you by surprise.
5. Make sure to ALWAYS identify the shooter. This is not being done on a regular basis by many officials.
6. Make sure to always award the basket first when going to the table on a foul. If you are unsure if the ball went in, ask your partner(s). When asked if the ball went in just say, "it went in", do not say "it is good" or signal it is good.
7. Continue to monitor bumping the dribbler coming up court. We should not be ruling an out of bounds when the dribbler is continually getting bumped up the court and then either loses the ball or gets pushed out of bounds.
8. Be sure to point direction after making a ruling and always indicate the throw-in spot. Front court endline is an area we are weak in doing this, it tells your partner(s) where they must move to.
9. Team control fouls must still have a type of foul signal prior to the team control signal. The team control signal is always last and just states no free throws will be taken. The team control foul signal IS NOT used on a player control foul.
10. A Coach yelling "foul, foul", does not automatically make the ensuing foul an intentional foul. If a player makes a legitimate attempt to play the ball it is not intentional, even though the Coach is hollering to foul.

11. There are 3 scenarios to consider when a shot is blocked; a) an opponent placing his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try is a Held Ball, b) an opponent prevents an airborne player from completing a try/pass from being released but does not touch the ball and the offensive player returns to the floor, this is a travel, c) an opponent blocks a pass/shot of an airborne player back into their hand(s) after it has left the hand(s), this is a legal play and the offensive player may return to the floor with the ball and can start another dribble. Also, a held ball may occur with one or both hands.

12. An illegal t-shirt on a starter and is not seen by the officials until just before the jump ball, since the player had their warm-up on the entire time, would result in a team administrative technical foul since the player must leave the visual confines of the court to change the shirt, so a change in starting line-up is necessary which results in a technical foul.

13. Flopping is a technical foul.

14. An Assistant Coach cannot go to the table during a live ball, whether in front of the table or going in behind the table. They could go to request information during a time-out or between periods.

15. Socializing/sitting with coaches/AA's prior to or after the game is not condoned and should not occur. Be polite, say hello but do not seek them out or remain in their presence very long.

16. Undershirts are NOT armsleeves (Rule 3.6) so must comply to jersey torso color, whereas arm sleeves are NOT undershirts, (Rule 3.3) and thus do not have to comply to jersey torso color.

### **Mechanics Concerns**

1. The Trail is way too deep towards the division line when players are top of the key or lower. It is too easy to be straightlined in this position. Be sure to step down towards the endline to cover rebounding once a try is made.

2. As the Trail, after working the arc, be sure to wrap back around near foul line extended once the ball goes into your partner's PCA. Do not remain at the top of the key.

3. As the new Lead in transition up court with a throw-in from the sideline you were just leaving, cross over the court to get to the other sideline rather than running all the way up the sideline and across the endline to get to the other side of the court. You will be saving a lot of steps plus some game time.

4. As the Lead stay wide, near the intersection of the arc and endline when the ball is on your side of basketline. Never have to look back behind you to pick up the ball.

Consider going ballside when all players are on the other side of basketline and a post player is down low on that side too.

5. In a Crew of 3, between periods, with NO Cheerleaders on the floor, the U1 & U2 will go to the 30 second time-out position at the top of the keys.

Be sure to view Play of the Week, each week as it is released by IAABO on Mondays.

Make sure to submit technical foul reports within a day after assessing one, rather it is player, coach or administrative related. Also, continue to let me know if school scorers are not wearing a black & white striped shirt. Do not address the situation with them, just inform me by e-mail after the game.

Have a great remainder to your season and continue to send questions or unusual situations that can be shared with all members if appropriate.

Dave Ames  
Interpreter